

V. REMARKS

The Advisory Action dated March 25, 2008 indicates that the proposed amendments in the Amendment After Final Rejection filed on March 10, 2008, will not be entered for purposes of appeal.

In the final Office Action dated December 14, 2007, claims 1, 2, 3, 5 -7, and 9-18 are rejected under 35 U.S.C. 103(a) as unpatentable over Muroi (U.S. Patent Application Publication No. 2002/0052238) in view of Nakamura (U.S. Patent No. 6,468,162). The rejection is respectfully traversed.

Murio teaches a game control section that executes a game program on the basis of data relating to an object appearing in a game and a control signal given from a controller, to cause the game to progress and generate an image signal and sound signal. Display and sound generating section visually displays the image signal and audibly reproduce the sound signal. Electronic recording medium, in the form of a trading card, stores the data relating to the object that is caused to vary as the game progresses and contains a memory capable of rewriting data stored therein. This electronic recording medium has an outer appearance similar to that of ordinary commercially-available trading cards. One object is allocated to a single electronic recording medium. The object-relating data represent values that define the attributes of the object appearing during the progression of a game. The attribute values are designed to vary as the game progresses. Data read/write section writes or reads, on the electronic recording medium, the object-relating data stored in the game control section.

Nakamura teaches a game machine and information storage medium which realizes the collection of character information and smooth play of a network game by utilizing a portable device that stores information. When the portable device is inserted into a game machine, character information is randomly selected and written into the portable device, or character information in the portable device is printed. Character information not still stored in the portable device may be written into the

same. Based on a combination of stored character information or personal information of a player, the character information is selected. A player can play an accessory game during the writing/printing time. The character information written or printed may vary depending on the result of the game. An arcade game machine may connect to a network and information can be transferred between the arcade game machine and a domestic game machine utilizing the portable device.

Claim 1, as amended, is directed to a gaming machine that includes one or more trading cards, each trading card having a substrate layer, a coloring layer laminated onto the substrate layer and a re-writable layer laminated onto the coloring layer, a data reading unit for reading character data from the one or more trading cards which are inserted into the data reading unit by a player with each trading card storing a set of character data, an advancing unit for advancing a game based on the read character data, a combining unit for combining at least two sets of character data when a first predetermined condition is satisfied in the advanced game, a determining unit for determining at least one set of character data of a reward trading card based on the combined character data and a payout unit that pays out the reward trading card to the player with the reward trading card storing the determine set of character data. Claim 1 recited that, when each trading card is heated to a specified temperature, the re-writable layer becomes transparent and the coloring layer becomes blackened and, when the transparent layer and the blackened coloring layer is irradiated with a specified light pattern, the re-writable layer is selectively made non-transparent and the specified light pattern is illustrated on the trading card.

It is respectfully submitted that that none of the applied art, alone or in combination, teaches or suggests the features of claim 1 as amended. Specifically, it is respectfully submitted that the applied art, alone or in combination, fails to teach or suggest one or more trading cards with each trading card having a substrate layer, a coloring layer laminated onto the substrate layer and a re-writable layer laminated onto the coloring layer. Furthermore, it is respectfully submitted that the applied art

also fails to teach or suggest that, when each trading card is heated to a specified temperature, the re-writable layer becomes transparent and the coloring layer becomes blackened and, when the transparent layer and the blackened coloring layer is irradiated with a specified light pattern, the re-writable layer is selectively made non-transparent and the specified light pattern is illustrated on the trading card. Thus, it is respectfully submitted that one of ordinary skill in the art could not combine the features of the applied art to arrive at the claimed invention because the applied art is devoid of all the features of the claimed invention. As a result, it is respectfully submitted that claim 1 is allowable over the applied art.

Claim 7, as amended, is directed to a gaming machine that includes one or more trading cards, each trading card having a substrate layer, a coloring layer laminated onto the substrate layer and a re-writable layer laminated onto the coloring layer, three slots into which one or more trading cards can be inserted by a player with each trading card storing a set of character data, a card reader which reads a set of character data from the inserted trading card, an advancing device which advances a game based on the read character data, a combining device which combines at least two sets of character data, when a prescribed condition is satisfied in the advanced game, a determining device which determines at least one set of character data of a reward trading card, a payout device which pays out the reward trading card to the player, the reward trading card storing the determined set of character data and a printing unit. Claim 7 recites that the printing unit heats at least one trading card to a specified temperature thereby causing the re-writable layer to become transparent and the coloring layer to become blackened and, for irradiating a specified light pattern onto the transparent layer and the blackened coloring layer thereby causing the re-writable layer to be selectively made non-transparent and the specified light pattern to be illustrated on the at least one trading card.

It is respectfully submitted that that none of the applied art, alone or in combination, teaches or suggests the features of claim 7 as amended. Specifically, it is respectfully submitted that the applied art, alone or in combination, fails to teach or

suggest one or more trading cards, each trading card having a substrate layer, a coloring layer laminated onto the substrate layer and a re-writable layer laminated onto the coloring layer. Furthermore, it is respectfully submitted that the applied art also fails to teach or suggest that the printing unit heats at least one trading card to a specified temperature thereby causing the re-writable layer to become transparent and the coloring layer to become blackened and, for irradiating a specified light pattern onto the transparent layer and the blackened coloring layer thereby causing the re-writable layer to be selectively made non-transparent and the specified light pattern to be illustrated on the at least one trading card.

Thus, it is respectfully submitted that one of ordinary skill in the art could not combine the features of the applied art to arrive at the claimed invention because the applied art is devoid of all the features of the claimed invention. As a result, it is respectfully submitted that claim 7 is allowable over the applied art.

Claim 9 is directed to a method for controlling a gaming machine, that includes the steps of:

providing one or more trading cards;

insert the one or more trading cards into the gaming machine;

reading character data from the at least two inserted trading cards, each trading card storing a set of character data and having a unique image printed thereon;

advancing a game based on the read character data;

receiving an instruction of combining the character data, when a first prescribed condition is satisfied in the advanced game;

combining at least two sets of character data in response to the instructions;

determining at least one set of character data of a reward trading card based on the combined character data;

writing the set of updated character data to memory of the reward trading card; and

paying out the reward trading card storing a set of character data, which is based on the read character data according to the status of the game

It is respectfully submitted that that none of the applied art, alone or in combination, teaches or suggests the features of claim 9 as amended. Specifically, it is respectfully submitted that the applied art, alone or in combination, fails to teach or suggest paying out the reward trading card storing a set of character data, which is based on the read character data according to the status of the game. Thus, it is respectfully submitted that one of ordinary skill in the art could not combine the features of the applied art to arrive at the claimed invention because the applied art is devoid of all the features of the claimed invention. As a result, it is respectfully submitted that claim 9 is allowable over the applied art.

Claim 11, as amended, is directed to a gaming machine that includes one or more trading cards with each one of the one or more trading cards storing a unique set of character data and having a unique image portrayed thereon, three slots into which the one or more trading cards can be inserted by a player with each of the trading card storing a set of character data, a card reader which reads character data from the inserted trading cards, a payout device for paying out a reward trading card to the player with the reward trading card storing the set of character data and being portrayed with an image different from the unique images illustrated on the respective ones of the at least two trading cards and a controller which executes a predetermined computer program with the controller being connected to the card reader and the payout device. Claim 11 recites that the controller causes the card reader to read the character data, advances a game based on the read character data, combines at least two sets of character data when a first predetermined

condition is satisfied in the advanced game, determines the set of character data of the reward trading card based on the combined character data and causes the payout device to pay out the reward trading card which stores the determined set of character data.

It is respectfully submitted that that none of the applied art, alone or in combination, teaches or suggests the features of claim 11 as amended. Specifically, it is respectfully submitted that the applied art, alone or in combination, fails to teach or suggest a payout device for paying out a reward trading card to the player with the reward trading card storing the set of character data and being portrayed with an image different from the unique images illustrated on the respective ones of the at least two trading cards. Thus, it is respectfully submitted that one of ordinary skill in the art could not combine the features of the applied art to arrive at the claimed invention because the applied art is devoid of all the features of the claimed invention. As a result, it is respectfully submitted that claim 11 is allowable over the applied art.

Claims 3, 5, 6 and 12-18 depend from claim 1 and include all of the features of claim 1. Thus, it is respectfully submitted that the dependent claims are allowable at least for the reason claim 1 is allowable as well as for the features they recite.

Claim 10 depends from claim 9 and includes all of the features of claim 9. Thus, it is respectfully submitted that the dependent claim is allowable at least for the reasons claim 9 is allowable as well as for the features it recites.

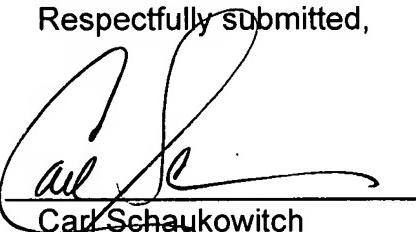
Withdrawal of the rejection is respectfully requested.

Further, Applicants assert that there are also reasons other than those set forth above why the pending claims are patentable. Applicants hereby reserve the right to submit those other reasons and to argue for the patentability of claims not explicitly addressed herein in future papers.

In view of the foregoing, reconsideration of the application and allowance of the pending claims are respectfully requested. Should the Examiner believe anything further is desirable in order to place the application in even better condition for allowance, the Examiner is invited to contact Applicants' representative at the telephone number listed below.

Should additional fees be necessary in connection with the filing of this paper or if a Petition for Extension of Time is required for timely acceptance of the same, the Commissioner is hereby authorized to charge Deposit Account No. 18-0013 for any such fees and Applicant(s) hereby petition for such extension of time.

Date: May 14, 2008

Respectfully submitted,

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Enclosure(s): Request for Continued Examination
 Amendment Transmittal
 Petition for Extension of Time (2 months)

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